Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 -96970 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE ____ **SMALL ENTITY** OR **TOTAL CLAIMS** Q RATE FEE FEE RATE BASIC FEE **FOR** NUMBER EXTRA 385.00 BASIC FEE 770.00 NUMBER FILED OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY SMALL ENTITY** OR (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL **RATE** TIONAL RATE MENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** FEE FEE PAID FOR Total Minus X\$ 9= X\$18= OR Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column.3) CLAIMS HIGHEST ADDI-ADDI- α REMAINING NUMBER **PRESENT** TIONAL **RATE** RATE TIONAL **AFTER PREVIOUSLY** AMENDMENT **EXTRA AMENDMENT** PAID FOR **FEE FEE** Minus Total X\$ 9= X\$18= OR Minus Independent X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING **NUMBER PRESENT** TIONAL AMENDMENT **AFTER PREVIOUSLY** RATE RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Indep ndent Minus *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.